

USING ARCADIAN TAPES

PROGRAM INDEX CODE:

Side File #	Program Title	My Tape Counter
A- 8	Bangman ARC 1-48,70,	104-137 * * * * *
Remarks: _____		
	ARCADIAN Vol & Page	Your Tape Counter

LOADING PROGRAMS:

To load a particular program, advance the tape to a point just before the program you want to load. Use the tape counter to do this. Then use the following command:

: "INPUT" n "GO" n is the tape file #

Then start your tape recorder. The point that you pick to start the tape recorder can be in the previous program but only the program you want to run will be loaded.

EXAMPLE

You want to load the Bangman program. The program index sheet tells you that Bangman is on side A file 8 and the tape counter reads 104 at the start of the program.

Advance tape to 95 counts and stop the tape recorder. Enter the following command:

: "INPUT" 8 "GO"

and start the tape recorder. When the program starts to run, shut off the tape recorder.

You can also load these programs without using the file search routine by just using the
: "INPUT" "GO" command.

Mastermind (ARC 2-53) revision by RMH

Change Lines

```
15 @ (1)=RND. (10)+47
30 @ (Z)=RND (10)+47
115 IF A=32GOTO 500
265 PRINT ;PRINT " PRESS 'GO' TO PLAY AGAIN
```

Add Lines

```
9 CLEAR;GOTO 284
284 PRINT ;PRINT " PRESS 'GO' TO START
286 PRINT ;PRINT " PRESS '0' FOR
288 PRINT ;PRINT " INSTRUCTIONS
290 A=KP; IF A=48GOTO 600
292 IF A=13GOTO 10
```

```
294 GOTO 290
600 CLEAR; PRINT " INPUT 5 DIGITS WITH
610 PRINT " EACH DIGIT FOLLOWED
620 PRINT " BY A 'GO'. AFTER YOUR
630 PRINT " GUESS YOU WILL BE SCORED
640 PRINT " AS FOLLOWS:
650 BOX -74,0,6,6,1
660 CY=0;CX=-59;PRINT "DIGIT IN RIGHT
POSITION
670 BOX -74,-8,6,6,1; BOX -74,-8,4,4,2
680 CY=0;CX=-59;PRINT "DIGIT PRESENT
690 PRINT " PRESS 'SPACE' TO HAVE
700 PRINT " COMPUTER SHOW YOU NUMBER
710 PRINT " PRESS 'GO' TO START
720 A=KP; IF A=13GOTO 10
730 GOTO 720
```

SUBSEARCH INSTRUCTIONS (ARCADIAN 2-83)

You must find the location of the submarine on the 10x10 grid. If you guess the location within plus or minus one square, you acquire sonar contact. At this time you have located the submarine within a 5x5 grid and now must fire a missile to the correct coordinates and also the correct depth. The depth is either 1,2, or 3. Results of the previous missile attack are used to tell you where the sub is located. Happy Hunting!!

SUBSEARCH REVISED BY R. M. Houser

Change the following lines to:

```
110 CLEAR ;BOX 0,3,140,62,1
120 BOX -77+Xx14,-30+Yx6,6,2,3;PRINT"ENTER
XY COORDINATES 1-10"
```

```
130 CY=-35;INPUT X;CY=-35;CX=0;INPUT Y
140 FOR A=0TO X;BOX -77+Ax14,-30,2,2,3;
MU="5";BOX -77+Ax14,-30,2,2,3;NEXT A
150 FOR A=0TO Y;BOX -77+Xx14,-30+6xA,2,2,3;
MU="5";BOX -77+Xx14,-30+Ax6,2,2,3;NEXT A
155 IF X>U-2 IF X<U+2 IF Y>V-2 IF Y<V+2
GOTO 400
```

```
510 J=3;K=3;L=0;D=RND(4)
520 PRINT "FROM",#2,K,#2,J,#2,L
540 IF J<YPRINT "NORTH",
550 IF J>YPRINT "SOUTH",
```

Add the following lines.

```
615 PRINT "ENTER TARGET DATA"
616 INPUT "X-AXIS"K
618 INPUT "Y-AXIS"J
619 INPUT "DEPTH"L
```

Delete line 620

```
630 Q=RND(50);IF Q=25 GOTO 660
```